

Method and Apparatus for Interactive Real Time Distributed Gaming

ABSTRACT OF THE DISCLOSURE

A method for playing an interactive real time distributed game includes receiving at a scoring database a next play prediction for a sporting event from a remote terminal, determining an actual play outcome for the sporting event, transmitting an actual play outcome representation to the remote terminal, and scoring the play prediction based on the actual play outcome and a predetermined offensive scoring ruleset. In one embodiment, the sporting event is a football game.